

Appln. No. 09/863,169
Amendment

AMENDMENTS TO THE CLAIMS

Claims 1-20 (Canceled).

21. (Currently amended): An audio processing and image generating apparatus comprising:

means for analyzing an audio signal supplied from a recording medium storing said audio signal or via a communication link, wherein the means for analyzing the audio signal performs a frequency analysis and/or an amplitude analysis of the audio signal for a certain period of time; and

means for generating ~~an~~ a game image based on a result of an analysis of said audio signal, wherein the means for generating the game image generates a predetermined game image based on a result of the frequency analysis and/or the amplitude analysis of the audio signal,

wherein the audio processing and image generating apparatus comprises a game machine;

wherein said game image indicates the timing for an operator to manipulate a predetermined control member selected from a plurality of control members of a controller;

wherein the analyzing the audio signal and the generating the game image are performed in parallel with a display process.

22. (Previously presented): An audio processing and image generating apparatus according to claim 21, wherein said timing to manipulate the predetermined control member is timing according to music based on said audio signal.

23. (Currently amended): A method of audio processing and

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image generating comprising the steps of:

analyzing an audio signal supplied from a recording medium storing said audio signal or via a communication link, wherein the analyzing the audio signal includes performing a frequency analysis and/or an amplitude analysis of the audio signal for a certain period of time; and

generating ~~an~~ a game image based on a result of an analysis of said audio signal, wherein the generating the game image includes generating a predetermined game image based on a result of the frequency analysis and/or the amplitude analysis of the audio signal,

wherein the method of audio processing and image generating comprises a method for use in a game machine;

wherein said game image indicates the timing for an operator to manipulate a predetermined control member selected from a plurality of control members of a controller;

wherein the steps of analyzing and generating are performed in parallel with a display process.

24. (Previously presented): A method of audio processing and image generating according to claim 23, wherein said timing to manipulate the predetermined control member is timing according to music based on said audio signal.

25. (Currently amended): A recording medium for storing a program, said program comprising the steps of:

analyzing an audio signal supplied from a recording medium storing said audio signal or via a communication link, wherein the analyzing the audio signal includes performing a frequency

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analysis and/or an amplitude analysis of the audio signal for a certain period of time; and

generating ~~an~~ a game image based on a result of an analysis of said audio signal, wherein the generating the game image includes generating a predetermined game image based on a result of the frequency analysis and/or the amplitude analysis of the audio signal,

wherein the program comprises a game program;

wherein said game image indicates the timing for an operator to manipulate a predetermined control member selected from a plurality of control members of a controller;

wherein the steps of analyzing and generating are performed in parallel with a display process.

26. (Previously presented): A recording medium according to claim 25, wherein said timing to manipulate the predetermined control member is timing according to music based on said audio signal.

27. (Currently amended): A program comprising the steps of:

analyzing an audio signal supplied from a recording medium storing said audio signal or via a communication link, wherein the analyzing the audio signal includes performing a frequency analysis and/or an amplitude analysis of the audio signal for a certain period of time; and

generating ~~an~~ a game image based on a result of an analysis of said audio signal, wherein the generating the game image includes generating a predetermined game image based on a result

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of the frequency analysis and/or the amplitude analysis of the
audio signal,

wherein the program comprises a game program;

wherein said game image indicates the timing for an
operator to manipulate a predetermined control member selected
from a plurality of control members of a controller;

wherein the steps of analyzing and generating are performed
in parallel with a display process.

28. (Previously presented): A program according to claim
27, wherein said timing to manipulate the predetermined control
member is timing according to music based on said audio signal.